

a simulated camera input device allowing a subject included in a photo shooting range to be seen through a window, said window being part of said input device wherein said input device is provided with a detector to enable detection of a photo shooting central position;

a display device displaying a predetermined game screen including a target to be photographed; and

a game operation section performing predetermined game operations based on a position on said game screen, at which said input device is pointed.

12. (Twice amended) A photographing game machine comprising:

an input device allowing a subject included in a photo shooting range to be seen through a window said window being part of said input device;

a display device displaying a predetermined game screen including a target to be photographed;

a photo shooting position detection mechanism detecting as a photo shooting position a selected position on said screen, at which said input device is pointed, by making the display screen of said display device emit light; and

photographed image extracting unit for cutting off image data included in a predetermined photo shooting range including said photo shooting position out of image data corresponding to a non-light-emission screen displayed in timing before or after